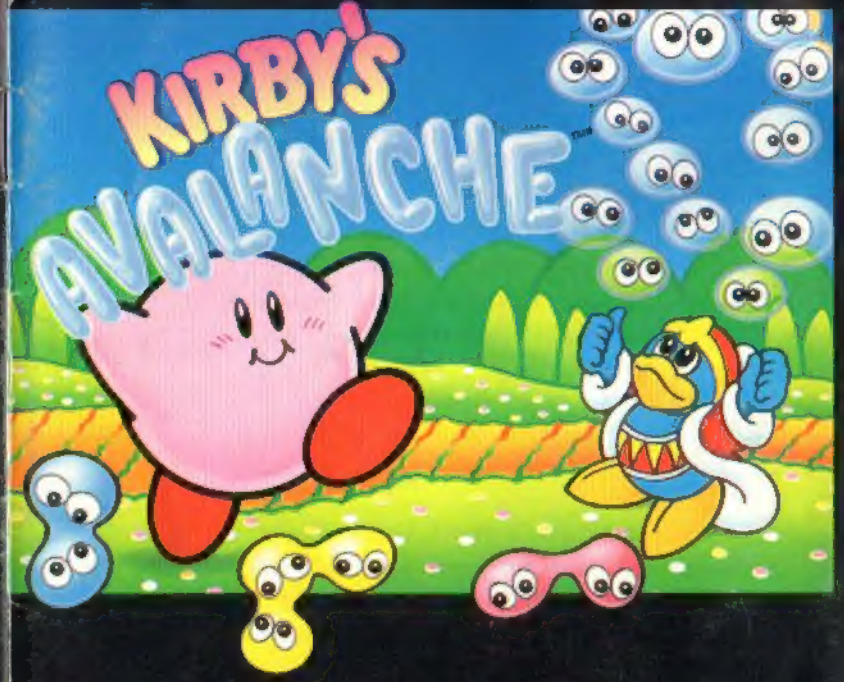
NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A. PRINTED IN JAPAN

SNS-PQ-USA



INSTRUCTION BOOKLET

SUPER NINTENDO® ENTERTAINMENT SYSTEM

Warning: Please carefully read the consumer information and precautions booklet included with this product before using your Nintendo® Hardware System, Game Pak or Accessory.

This official seal is your assurance that Nintendo has reviewed this product and it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with Nintendo product.

All Nintendo products are licensed by sales for use with other authorized products bearing the Official Nintendo Seal Of Quality TM

Thank you for selecting Kirby's Avalanche™* for your Super Nintendo Entertainment System®. Please read the following instructions thoroughly to ensure the proper handling and use of your new game. Please save this manual for future reference.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

* © 1995Nintendo COMPILE/BANPRESTO
© 1995 HAL LABORATORY/NINTENDO
™&® ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1995 NINTENDO OF AMERICA INC.

KIRBY

CONTENTS

THE STORY	3
GETTING STARTED	5
CONTROLLER FUNCTIONS	6
GAME MODES	7
WHAT DOES IT ALL MEAN Understanding the Game Screen	11
OF BLOBS AND BOULDERS Instructions and Strategies	13
OPTIONS	18
THE CAST OF CHARACTERS	20
WARRANTY AND SERVICE INFORMATION	26

The Story

Welcome to Dream Land, a small and peaceful country situated on a far away little star. In Dream Land the local pastime is a puzzle game called "Avalanche." Kirby decided that since every Dream Lander plays the game, it would be a great idea to have a country-wide competition to determine who is the best player of all.

After months of organizing, the First Annual Dream Land's Avalanche Competition was finally announced. To be held at the Dream Fountain, this would be the biggest event in the history of Dream Land!

All the Dream Landers have been practicing, and all plan to attend and compete. Like Kirby, they have been dreaming sweet dreams of becoming the Avalanche Champion and claiming the highly sought after "Dream Fountain Cup."

The rules for the competition are quite simple: Everyone will travel by foot to the Dream Fountain. If, while on their journey, two Dream Landers happen to meet, they must challenge each other to an Avalanche match. Only the winner of the match may continue onward towards the Dream Fountain. In this way, the number of competitors will be whittled down to a manageable size before the final action at the Dream Fountain.

Can you help guide Kirby through the competition so he arrives successfully at the Dream Fountain? Can he rise above the grizzled veterans and achieve his dream of becoming the reigning champion? His fate is in your hands!

Getting Started

Insert the Kirby's Avalanche game pak into your Super Nintendo Entertainment System and switch the power to the ON position. The title screen will then appear.

To begin playing immediately, press the START Button on your controller.

If you wish to watch an instructional demonstration on how to play the game, do not press START, and simply kick back and watch.

Note: Your Controller may be plugged into either port for this game.

Controller Functions

+Control Pad: Move Blobs
Switch menu selections
Alter Options

SELECT Button:
Activate menu selection

START Button:
Start the Game, Pause or Unpause

L or R Button: Activate menu selection

B Button: Flip the Blob counter-clockwise

A or Y Button: Flip the Blob clockwise

X Button:
Activate menu selection

Note: Any Button pressed activates the current menu selection

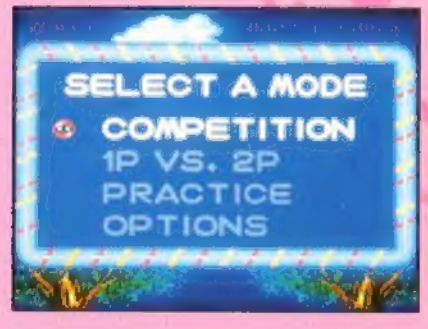
Game Modes

Competition

1P vs. 2P

Practice

Options



On the Game Modes menu screen, you are given four different choices to choose from. Use the ↑ and ↓ arrows on the +Control Pad to select the desired Mode and then press any Button to start.

Competition

This is the 1-player game, in which the player helps guide Kirby to his ultimate dream of winning the Dream Fountain Cup.

Selecting Competition brings up a stage select screen. Depending on your skill level, you may choose to start off with the Training levels, Level 1 or Level 4. Choose a level by using the ← and → arrows on the +Control Pad, and then press any Button.

Each level begins with a Boss introduction screen in which a picture of the Boss is shown and a voice states the Boss's name.

This is followed by a conversation screen in which Kirby and the Boss get acquainted.

Then the game commences.

1P Vs. 2P

This is the 2-player game, which is simply a one-on-one Avalanche showdown.

Selecting 1P Vs. 2P brings up the level select screen. Each player may choose their own level depending on their confidence in their Avalanche skills. The difficulty levels are delineated by both the jalapeno pepper and the corresponding number. The levels are as follows: Mild (#1), Medium (#2), Spicy (#3), Hot (#4) and Cajun (#5). Needless to say, the hotter the jalapeno, the more challenging the level.

Once both players have selected a level, the game begins.

Practice

This is the practice mode. You may practice alone or with a friend. In this mode, the Avalanches are turned off, which means that regardless of how well or poorly you play, you can not affect your partner's screen. Competition is not a factor.

In the practice mode, each player has the option of setting their own difficulty level. The choices are similar to that of the 2-player game. Mild (#1) is easy, Spicy (#3) is intermediate and Cajun (#5) is hard.

Once a player selects a difficulty level, the practice session begins.

The Options are covered on page 18.

What Does It All Mean?

The screen is divided into three major areas:

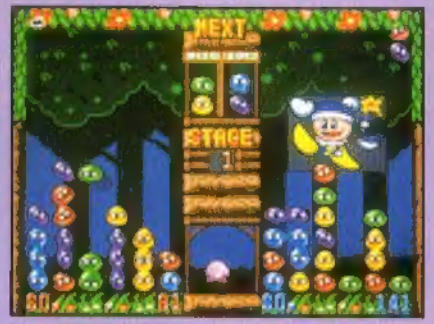
- Player one's playing field
- Player two's playing field
- The central informational area

The two playing fields are identical. The left playing field is controlled by controller one, the right by controller two. In this way, you may play a 1-player game on either playing field.

In the playing fields, the Blobs appear in pairs at the top, and they are maneuvered as they free fall towards the bottom of the screen.

The Blobs all appear through a chute at the top of the playing field, and if the chute becomes blocked, that player's game is over.

When playing the Competition mode, the only difference between the Boss's playing field and the player's is that the Boss appears in a window in its playing area. The Boss will not be shown if the "Face" Option has been turned "OFF" (see Options, page 18).



The Central Informational Area displays the following information, from top to bottom:

- The NEXT piece to fall.
- An abbreviation of the character's name.
- The current Stage number.
- Kirby's Box Seat, from which he tries to cheer you on to victory!
- The players' scores are displayed at the very bottom of the playing field.

In the 1-player game, the player is always identified as "Kirby."

Of Blobs And Boulders

Blobs

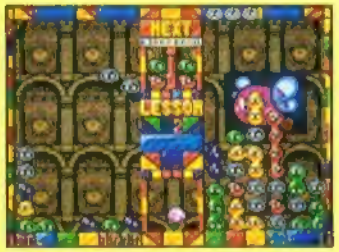
Blobs always appear in pairs. Sometimes the Blobs will be the same color, and sometimes they will be different colors. (Check your NEXT box to clue in on what will be the next pair to fall into the playing field.)

The first of the pair to appear on the screen will be the dominant one. The dominant one can be identified by its flashing white edge. When you spin the pair of Blobs, the dominant one will maintain its position while the other Blob will revolve around it like a satellite.

The Blobs come in five glorious colors. Anytime two or more Blobs of the same color end their moves adjacent to each other (either horizontally or vertically), they glom together. If four or more of one color glom together into a single group, they explode and disappear.

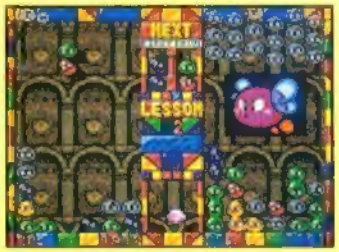
Boulders

Boulders are obstacles that clog up the playing fields. They do not act like Blobs, and can only be eliminated when Blobs adjacent to them are exploded.



Boulders are produced when large amounts of Blobs are made to explode with the drop of a single pair.

Moments before these Boulders avalanche down upon the playing field and disrupt normal play, the Boulders appear above the playing field in the form of Boulder warning icons (SEE Page 17)

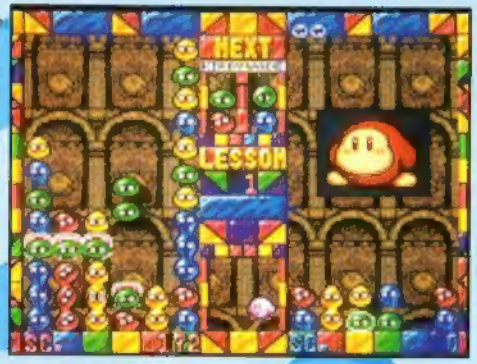


Strategies

The key to the game is to produce as many Boulders as possible, so as to bury your opponent in a flurry of avalanches. It is possible to produce Boulders by simply exploding single groups of Blobs, but the most ruthless and efficient means of producing Boulders is through the use of the Chain Reaction.

A Chain Reaction is the exploding of multiple groups of Blobs, one after another, triggered by the drop of a single pair.

The key to this is understanding that when a group of Blobs form and explode, they disappear and any Blobs and Boulders that were piled on top of them then fall down to fill in the newly created space. Hence, the manner in which you stack the Blobs directly affects whether or not chain reactions will occur. Here is one example of building up for a chain reaction:

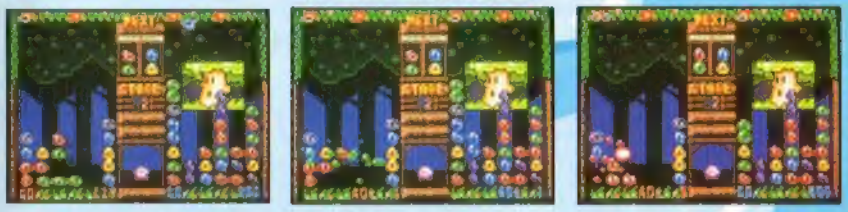


Note that the pile on the far right is made up of Blobs the player deemed unusable.

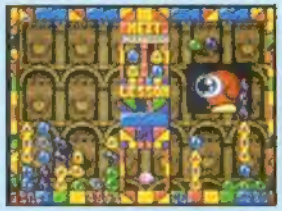
When you successfully make a chain reaction you will hear a voice call out. These voices serve as both a reward for good play and a warning to your opponent. If you manage to pull off multiple chain reactions, you will hear a series of different voices, one for each chain reaction created.

The following are some examples of chain reactions:

1 Chain Reaction



2 Chain Reactions



3 Chain Reactions

Keep in mind that the more chain reactions you produce, the more Boulders will avalanche down on your opponent.

As you become a skilled player, you will find it possible to generate large numbers of chain reactions. Sometimes they will even occur by accident!

Always remember to move quickly, otherwise you may find your beautifully prepared stacks of Blobs hopelessly buried underneath Boulders.

Boulder Warning Icons

Just before an avalanche cascades down upon you or your opponent, Boulder warning icons will appear above the playing field. There are 3 types of warning icons, each representing different numbers of incoming Boulders:

Small, clear Boulders ..... 1 Boulder
Big, clear Boulders ..... 6 Boulders
Big, brown Boulders ..... 36 Boulders

The Options Screen

Unless otherwise specified within the option's explanation, the +Control Pad does all the work while on the Options Screen. ↑ and ↓ scroll through the Options menu, while ← and → change the setting of the option currently selected.

- **Exit:** Sets all the changes made while on the Option Screen and returns the player to the Title Screen. Press any Button to Exit.

- **Vs. Com Level:** Alters the difficulty of a 1-player game. Choose between "Easy", "Normal", "Hard" or "Hardest."

- **1P vs. 2P Mode:** Sets the length of a 2-player vs. game. Choose between a 1, 3, 5, 7, 9, 11, 13 or 15 Game Match.

- **Sampling:** Turns the Avalanche voices ON or OFF.

- **Face:** Changes the placement of the Boss's picture in the 1-player game. Choose between "Front", "Back" and "Off."

- **Key Assignment:** Customizes the game controls for both or either of the controllers. ← and → alter the current Button's function. ↑ and ↓ cycle through the Buttons. Press START to access or exit this option.

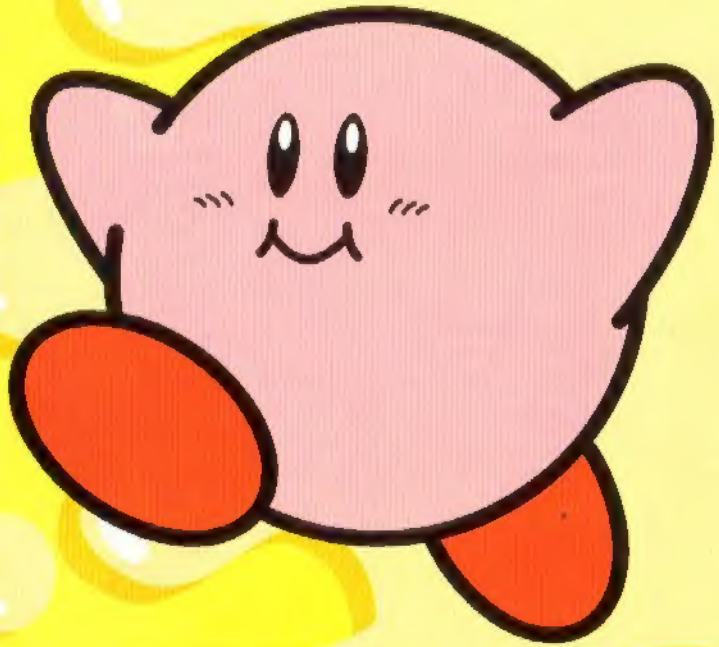
- **Input Test:** Use this to test your controllers. When you press any Button or any direction on the +Control Pad, it will change the corresponding button on the screen from a green "OFF" to a white "ON." Press START to access this option. Hold down both the L and R Buttons to exit.

- **Custom:** Check out all the sound effects and voices in the game. Switch the audio between "Stereo" and "Mono." Turn the Boss Character's Sweat from "ON" to "OFF." Place the Boss's face HIGH, LOW or in the MIDDLE of the screen.

The Cast of Characters

KIRBY

Kirby, our hero from Dream Land, is represented by the player.



Waddle Dee

A sniveling little whiner, you will find Waddle Dee to be the easiest of the bosses to defeat.

Bronto Burt

A full time bully who needs to be taught a lesson or two. Luckily, he is not a good Avalanche player.

Waddle Doo

Waddle Dee's first cousin, this cyclops lacks perspective, seeing everything in only two dimensions.

Poppy Bros. Sr.

This Happy-Go-Lucky, bomb-slinging boss is your first real Avalanche challenge.

Whispy Woods

A contemplative, age-old enemy of Kirby, Whispy Woods will prove to be the mightiest oak you have ever encountered.

Kabu

Kabu, the immovable object, will attempt to block Kirby, the irresistible force.

Broom Hatter

This pesky, little character will try to sweep you right off the path to the Dream Fountain Cup.

Squishy

An eight-tentacled boss who is the master of meddling, Squishy is also quite an accomplished Avalanche player.

Lololo and Lalala

What a frustrating pair! Bury their parade in Boulders as early and often as possible.

Bugzzy

Don't let the overly aggressive Bugzzy intimidate you.

Paint Roller

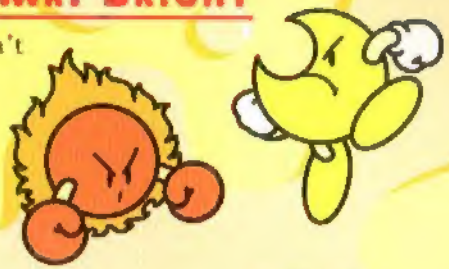
Don't let this boss paint you into a corner. Once he's got you down, there will be no escape.

Heavy Mole

A sneaky, underhanded underworld figure, Heavy Mole will hit you when you least expect it.

Mr. Shine and Mr. Bright

Another deadly duo. Don't let down your guard on account of their friendly sounding names!



Kracko

If you thought Thor was the God of Thunder, this boss will change your mind in a hurry.

Metaknight

Chivalrous to the last, Metaknight is an all but unbeatable Avalanche player.

King Dedede

Kirby's goofy arch-rival is the #1 Avalanche player in Dream Land. You will need to focus all of your Avalanche skills to beat this character.

REV-A

WARNING

CAUTION: This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

The contents of this Caution do not interfere with your statutory rights.

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This manual and other printed matter accompanying this game are also protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo distributor.

Warranty and Service Information

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks & Accessories)
Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware Only)
Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY
You may need only simple instructions to correct any problems with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER℠ or you will be offered express factory service through Nintendo. You also may refer to your yellow pages directory under the heading of Video Games - Service & Repair for the nearest authorized service location. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS
THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

REV-F